

Lone Wolf Club Newsletters

Newsletter #13

Joe Dever is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

Gary Chalk is the main illustrator of the early Lone Wolf Club Newsletters.

Brian Williams is the main illustrator of the later Lone Wolf Club Newsletters.

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Contributors for Project Aon Editions

This project would have been impossible without the helpful contributions of:

David Davis – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

Jonathan Blake – providing better quality scans of artwork taken from the books.

Paul Haskell – providing better quality scans of artwork taken from the books.

Daniel Hulse – providing scans two pages previously missing from this document.

Simon Osborne – creator and maintainer of this document.

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Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.

In the Word Search puzzle on page 12 of this Newsletter, one of the words to be found is Cloeasia. However, the compiler mistakenly missed out the 'A', so the word you need to find is CLOESIA. No mention is made of this in the solution in the following issue.



NEWSLETTER No. 13

The third adventure in the Freeway Warrior series—

'The Omega Zone'

is set for publication on 6th July 1989. Prior to its release, the first two novels in the eagerly-awaited 'Legends of Lone Wolf—

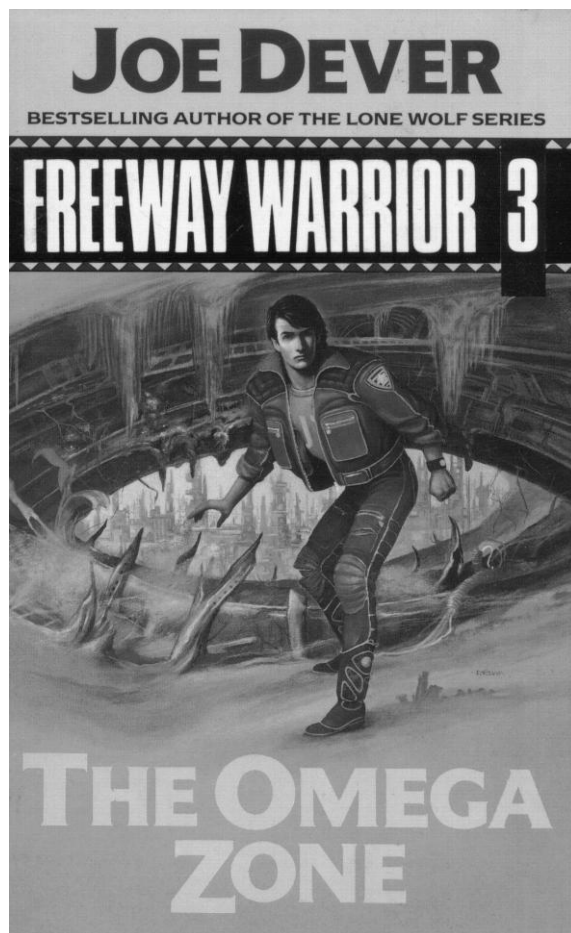
'Eclipse of the Kai'

&

'The Dark Door Opens'

—will be published on 1st June.

See pages 8 & 9 for the second excerpt from 'Eclipse', and page 11 for further News from the Monastery . . .



Monastery Mailbag



This issue's mailbag is devoted to a letter from Simon Martinez of Liverpool, who has submitted his complete review of LONE WOLF gamebooks 1-12. This is his personal review, and is one which you may not entirely agree with. However, you will have an opportunity to say so!

Featured opposite is a LONE WOLF REVIEW SHEET which we would like you to fill in and return to the club by 1st May 1989. We will be collating all the reviews and we'll publish the results in a forthcoming newsletter (Summer '89). As an added bonus, the first three review sheets chosen at random from all those received by 1st May, will win pre-publication copies of the first two LEGENDS OF LONE WOLF novels—"Eclipse of the Kai" and "The Dark Door Opens", signed by Joe Dever and John Grant.

Dear Kai Grand Master!

I am writing to you to express my extreme admiration for your Lone Wolf gamebook saga. The best points of your books are:

1. The excellent combat system
2. The neat paragraph section
3. Excellent writing style—very dramatic
4. Continual ability to maintain a high standard
5. Eye-catching covers (especially those by Brian Salmon)
6. The distinct atmosphere of Magnamund
7. The beautifully coloured maps
8. The tremendous journey in the Daziam Plane
9. The gripping plots
10. The improving Disciplines & Kai ranks

Here's my review of the Lone Wolf books:

RATING IN % FROM 1% TO 100%

BOOK 1: FLIGHT FROM THE DARK

Atmosphere: 75%
 Quest: 60%
 Difficulty: 72%
 Illustrations: 70%
 Overall: 78%
 Comments: *A nice foundation to the series.*

BOOK 2: FIRE ON THE WATER

Atmosphere: 90%
 Quest: 93%
 Difficulty: 90%
 Illustrations: 82%
 Overall: 94%
 Comments: *An excellent quest.*

BOOK 3: THE CAVERNS OF KALTE

Atmosphere: 81%
 Quest: 82%
 Difficulty: 80%
 Illustrations: 90%
 Overall: 88%
 Comments: *Unusual setting—good!*

BOOK 4: THE CHASM OF DOOM

Atmosphere: 77%
 Quest: 70%
 Difficulty: 82%
 Illustrations: 70%
 Overall: 74%
 Comments: *Very good ending.*

BOOK 5: SHADOW ON THE SAND

Atmosphere: 87%
 Quest: 81%
 Difficulty: 75%
 Illustrations: 80%
 Overall: 91%
 Comments: *Frightening confrontation with Darklord Haakon.*

BOOK 6: THE KINGDOMS OF TERROR

Atmosphere: 88%
 Quest: 90%
 Difficulty: 89%
 Illustrations: 85%
 Overall: 91%
 Comments: *Exciting encounter with Cener Druids.*

BOOK 7: CASTLE DEATH

Atmosphere: 93%
 Quest: 90%
 Difficulty: 94%
 Illustrations: 88%
 Overall: 92%
 Comments: *Brilliant descriptions.*

BOOK 8: THE JUNGLE OF HORRORS

Atmosphere: 80%
 Quest: 85%
 Difficulty: 90%
 Illustrations: 82%
 Overall: 72%
 Comments: *A bit disappointing after Castle Death.*

BOOK 9: THE CAULDRON OF FEAR

Atmosphere: 90%
 Quest: 89%
 Difficulty: 93%
 Illustrations: 94%
 Overall: 93%
 Comments: *I liked the new look & the encounter with the Zakhan.*

BOOK 10: THE DUNGEONS OF TORGAR

Atmosphere: 96%
 Quest: 97%
 Difficulty: 96%
 Illustrations: 92%
 Overall: 98%
 Comments: *Totally excellent book.*

BOOK 11: THE PRISONERS OF TIME

Atmosphere: 98%
 Quest: 99%
 Difficulty: 90%
 Illustrations: 95%
 Overall: 99%
 Comments: *Unique supernatural quest.*

BOOK 12: THE MASTERS OF DARKNESS

Atmosphere: 99%
 Quest: 99%
 Difficulty: 100%
 Illustrations: 97%
 Overall: **101% (!)**
 Comments: *Tremendous book all the way through.*



LONE WOLF GAMEBOOK SERIES REVIEW



GIVE RATINGS IN % FROM 1% TO 100%

BOOK 1: FLIGHT FROM THE DARK

Atmosphere:
Quest:
Difficulty:
Illustrations:
Overall:
Comments:
.....

BOOK 2: FIRE ON THE WATER

Atmosphere:
Quest:
Difficulty:
Illustrations:
Overall:
Comments:
.....

BOOK 3: THE CAVERNS OF KALTE

Atmosphere:
Quest:
Difficulty:
Illustrations:
Overall:
Comments:
.....

BOOK 4: THE CHASM OF DOOM

Atmosphere:
Quest:
Difficulty:
Illustrations:
Overall:
Comments:
.....

BOOK 5: SHADOW ON THE SAND

Atmosphere:
Quest:
Difficulty:
Illustrations:
Overall:
Comments:
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BOOK 6: THE KINGDOMS OF TERROR

Atmosphere:
Quest:
Difficulty:
Illustrations:
Overall:
Comments:
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BOOK 7: CASTLE DEATH

Atmosphere:
Quest:
Difficulty:
Illustrations:
Overall:
Comments:
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BOOK 8: THE JUNGLE OF HORRORS

Atmosphere:
Quest:
Difficulty:
Illustrations:
Overall:
Comments:
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BOOK 9: THE CAULDRON OF FEAR

Atmosphere:
Quest:
Difficulty:
Illustrations:
Overall:
Comments:
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BOOK 10: THE DUNGEONS OF TORGAR

Atmosphere:
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Illustrations:
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BOOK 11: THE PRISONERS OF TIME

Atmosphere:
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SD'87

KAI STORY COMPETITION

In this issue we feature the 11–14-year-old category winner of the recent Kai Story Competition, which featured in Club Newsletter No. 9:

‘POWER, DARKNESS AND DEATH!’

by DAVID SPILLMAN [aged 14]

Zakhan Kimah relaxed in his chair and smiled. He looked up and gazed deep into the eyes of the Magadorian ambassador, Lord Manta, who flinched under the force of his stare. He knew why this snivelling wretch was here. Already Vassagonia’s forces were poised to overrun Magador with fire and sword. Lord Manta had been instructed to prevent war with Vassagonia at all costs, but he had not been prepared for the Zakhan’s next words—

“You have a choice. Magador . . . or Doranium.”

Manta caught his breath sharply. It had been thought that the discovery of Doranium in the Magador mountains had been kept a closely guarded secret. It was the most powerful substance known to man.

“If it would save our people’s lives . . .” he began.

“It would.”

Some choice, thought Manta. But how can I give ultimate power to a man such as Kimah? Long moments passed. Lord Manta’s brow remained furrowed with concentration; the Zakhan looked smugly across at the Magadorian’s discomfort. *The fool*, he thought. As if yielding to his demands would save the lives of the people of Magador. And when Manta’s faltering answer finally came, the ruler of Vassagonia was satisfied once and for all as to the weak character of the Magadorians. And that which he craved most dearly would soon be his: the *Orb of Death*.

Work began. The Zakhan sent his most learned alchemists to Xanar to help construct the Orb. The alchemists worked feverishly, continually, without rest, until at long last, after five moons, the *Orb of Death* was completed.

Night. Lord Manta shifted uneasily in his seat. To hinder the Zakhan would mean certain death for hundreds of innocents. But how could he allow a being as corrupt as Kimah to wield a weapon as powerful as the *Orb of Death*? There was only one solution. The work was in progress in a secluded tower several miles away from Xanar, therefore he would prepare a special torch. It would be hollow and filled with Bor powder, the explosive mixture invented by the Drodarin gunsmiths. A single spark from his tinderbox would ensure the quick demise of the Vassagonian leader. The Zakhan would visit the tower in three days’ time, and in three days’ time the Zakhan would be dead!

The fateful night came. Lord Manta led the Zakhan through the tower to where the Orb lay.



The powder was packed in place, and Manta swallowed nervously as Kirnah's piercing gaze seemed to extract the treachery from him.

And there it stood, on a dais—a black orb, oozing fear and darkness. Manta shivered.

"At last," breathed the Zakhan, his dark eyes gleaming. "*The Orb of Death!*"

Unnoticed, behind him, Lord Manta shuffled his way towards the torch resting in a wall-bracket.

"And now, Zakhan," said Manta, his thin voice rising, "your time has come!"

Before Kimah could stop him, Manta lit the torch. There was a flash and a devastating explosion ripped through the tower, reducing it in seconds to a blazing heap of rubble. But in the midst of the wreckage . . . something stirred. With a mighty effort, a tall figure shrugged off the stones that encased him, and with a bloodied fist he raised the *Orb of Death* to the night sky.

"I live!" screamed the Zakhan. "I am invincible. I am all-powerful. And now, Lone Wolf . . . I come for you!!"

The Kai Konnection



The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: JENS MARTIN
Age: 15
Address: Luxembourg
Hobbies: Stamps, riding, reading, writing, computer games.
Would like a pen-pal, age not important, with same or similar interests.

Name: SIEW MENG EE
Age: 12
Address: Singapore
Hobbies: Lone Wolf, Grey Star, Greek mythology, comic books.
Would like a pen-pal, aged 11–13 who is good at keeping secrets!

Kai Konnection Form:

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..... AGE:

YOUR HOBBIES / INTERESTS

.....

TYPE OF PEN-PAL YOU WOULD LIKE

.....

.....

Fill in this form in BLOCK CAPITALS please, and send it to:
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YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

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Continuing this issue, we present selected excerpts from the first *Legends of Lone Wolf* novel entitled:



ECLIPSE OF THE KAI

Joe Dever and John Grant

Cast your mind back to a time before the world was young . . .

'In a time that was so long ago that there was no time, the Lords of Good and the Lords of Evil were locked in battle. This was a bloodless conflict, for the Gods have no hands to raise swords and no bodies to be injured. They are everywhere and yet they are nowhere. The breeze that makes a leaf tremble is a manifestation of a God. The fall of rocks to crush children in the creaking thunder of an avalanche is a manifestation of a God. The sweet breathing of a peaceful sleeper is a manifestation of a God.

The war between the Lords of Good and Evil had been in progress for eternity. We can understand what is meant by 'eternity' no better than we can understand the true nature of the Gods. We are limited by our own notions of what time is. We look around at our Universe and we see that everything is in a state of change: moons orbit planets, planets orbit stars, stars orbit the centres of their galaxies, and the galaxies themselves swiftly recede from each other. On the more mundane level, we are born, we age and, in due course, we die. We look at all these changes, and we say that they are the product of "time's passing". This comforts us, but in fact it is not really an explanation. The truth is that we have a name—"time"—for something whose nature we cannot even begin to comprehend.

"Eternity" is another of those words which we use but do not really understand. To most of us it means—if we are honest with ourselves—nothing more than "a very long time". A few million years, perhaps. Some people cast their scope wider, and can imagine eternity as lasting for a few billion years, yet even then they cling to the reassuring idea that, somewhen, time *started*. What happened before that moment is something about which they can only speculate, yet they accept that there must have been such a moment. Their vision of eternity is the span of time between then and the infinite future—for no one has a vision of time ever ceasing to be.



'But this view of eternity is a fallacy. A fallacy based on a fallacy. Time is an idea created by mortals solely to explain what they see going on around them. To the Gods, there is no such thing as time; their Universe has been in existence forever, and will remain in existence forever. Eternity, for the Gods, is indeed eternity.

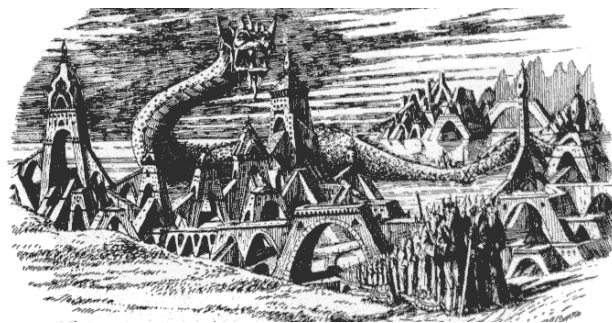
'Nevertheless, we should not throw away the concept of time too swiftly. Countless billions of years before the creation of the Moonstone there was a ripple in the timeless waters of eternity. This ripple was the sudden appearance of our physical Universe—the stars and the planets and the stones and the trees and the air and the flowers. And creatures such as ourselves.

'The formation of the Universe came about in this way.

'The Goddess Ishir sought an end to the ageless war. We cannot imagine how the Gods speak with each other, yet we know that somehow she gained the attention of Naar, the King of the Darkness, and communicated with him. She swore to guarantee that the Lords of Good would no longer battle with the Lords of Evil on condition that the Lords of Evil made a similar promise. Naar, too, was tired of the war and so, rather to Ishir's surprise (if Gods can be said to possess the faculty of surprise), he agreed to her terms.

'Peace reigned, but the Gods needed a symbol of their accord. Ishir took the truth of her pledge and shaped it into a vessel. Of course, this was not a box or a barrel; yet the Gods perceived it as a vessel. Into it she placed Naar's power and evil, so that they would remain sealed away from the rest of the Universe. The vessel and its contents were called Aon, meaning "Great Balance".

'Gods may be everywhere, but they are not omniscient. Ishir could not know that, by creating Aon, she had sparked off



the creation of our physical Universe. For all of eternity spacetime had been featureless—a blank backdrop before which the war between the Gods had been conducted—but now it had been disrupted. Aon was a tiny seed, yet its effect upon space-time was to buckle it and crumple it until the smallest subatomic particles came into explosive existence. Soon these particles used the forces and energies about them to unite into atoms, and within a breath of a God's slumber the physical Universe was populated by myriad brilliant stars, each with its retinue of worlds.

'The Gods were amazed. Never before had they imagined that there could be a reality outside their own intangibility. They watched as the physical Universe evolved and achieved its rather dubious stability. They saw the galaxies fleeing from one another. They saw stars explode and, in so doing, create new stars. They saw planets cool to become hard, rocky balls or clumps of liquid and gas.

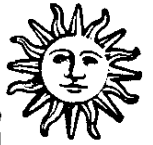
'They saw life crawl from the waters of some planets.

'It was then that the fragile Peace of Ishir fell asunder. All through the endlessness of eternity the Gods had assumed that sentience and free will were exclusively reserved to themselves: now they saw that the physical Universe born from Aon was capable of generating other intelligent beings—not in their thousands of their millions, but in their billions of billions. These life-forms, thought the Gods, were their potential allies.

'Naar was the first to break the truce. He saw a small world, near the edge of a minor galaxy, whose inhabitants were following a version of the way of Darkness, and he chose to manifest himself there. He took the form of a small child, so that even the good among the world's inhabitants among the



ECLIPSE OF THE KAI by Joe Dever and John Grant will be published late spring / early summer 1989 by Beaver / Arrow Books. Signed copies of this book, and the second *Legends* title, *'The Dark Door Opens'* will be made available to club members shortly before publication.



world's inhabitants believed in his innocence. Within a few generations that world was committed to Evil, and countless millions of its denizens had been put to agonized death.

'For Naar had discovered something new during his excursion into bodily form. The Gods had never had any realization of pain. They had observed death (another novel idea) among the peoples of the countless worlds of Aon, but they had had no conception that there was such a thing as pain among the mortals. It was something totally alien to anything which they themselves had ever experienced.

'Naar relished his discovery—and his newfound power. By threatening pain he could make mortals bend to his whim. He seized upon another world, and then another. Ishir soon recognized that the war between the Lords of Good and Evil had entered a new phase, and was now to be fought through mortals. Quietly she annexed several worlds for the forces of Good, and communicated this fact to Naar. His response was to subject all the liveable planets of a large galaxy to his brutal regime. Ishir's reply was to send emissaries to more than a quarter of the habitable worlds in Aon. Naar retaliated by—

'But all of us here know what happened thereafter. The balance between the forces of Good and the forces of Evil in our Universe is a delicate one. A single world—our own—is all that stands between the triumph of Naar and the triumph of Ishir.

'Ishir's companion, the noble God Kai, the God of the Sun, came to help us in our task. But even Kai will never on his own be able to guide our world into the path of Good. We Sommlending are imperfect instruments of Kai and Ishir, but it is in our power to ensure that Evil is abased. Yet the



forces of Darkness are all around us. Even as I speak to you, the Darklords are amassing their forces at Kaag in preparation to march upon Sommerlund.

'My pupils, the final war may not come in our lifetimes, but it could equally well be launched tomorrow, or even today. As yet you are only acolytes, but soon you will be Kai Lords like myself. Be always watchful for the agents of Naar, for perhaps they are among us as I speak. And remember that, even if you yourselves are not chosen to fight in the glorious war against Evil, those whom in years ahead you teach or guide by your example may be—so your training will not be in vain, for you can pass on to them all that you have learned.

'I am an old man, and I am tired, even though the sun is barely over the horizon. Your lessons are ended for the day. In ten days' time it will be Fehmarn, and every Kai Lord will be gathered here to celebrate the first day of spring. Make sure that you are courteous if you meet them; even better, keep out of their way.

'Lessons will resume tomorrow at daybreak, as usual, here in the refectory. Break your fast, my pupils, and glory in the fact that the last war between Good and Evil has not yet begun.'

His morning lecture over, the elderly Kai Lord Storm Hawk settled down to his own meal, a steaming boiled trout fresh from the river. He was a massive man. He had spent twenty years of his old age as a teacher here at the monastery—a task which he performed excellently. The young men and women in his charge would soon become warriors in the cause of Good, he ruminated as he stared at his fish, which stared back glassily. All except . . .



He looked up and, sure enough, one of them was slipping from the room. The boy named Silent Wolf was a major headache. Yet again he had fallen asleep in class, and so yet again he had been condemned to forego breakfast in order to collect firewood from the outskirts of the forest. In fact, because of Silent Wolf's constant misbehaviour, the monastery currently had more firewood than it could possibly burn over the summer months: the futility of Silent Wolf's punishment was part of the lesson which Storm Hawk hoped he would learn from it. Even so, it was likely that the boy would never achieve the status of Kai Master. It had been a mistake plucking him from his village and bringing him here to the monastery.

Storm Hawk returned his attention to his fish. It looked appetizing enough but . . . but somehow he felt uneasy. Today was not like any other day; he felt certain that something was going to happen, but he didn't know from where that certainty had sprung. His own powers of prescience were limited, yet now he used them to probe the future as best he could: there was nothing but amorphous darkness.

He shuddered, and pushed his plate away from him. Few of the acolytes noticed as he left the room, his head bowed in anxiety.



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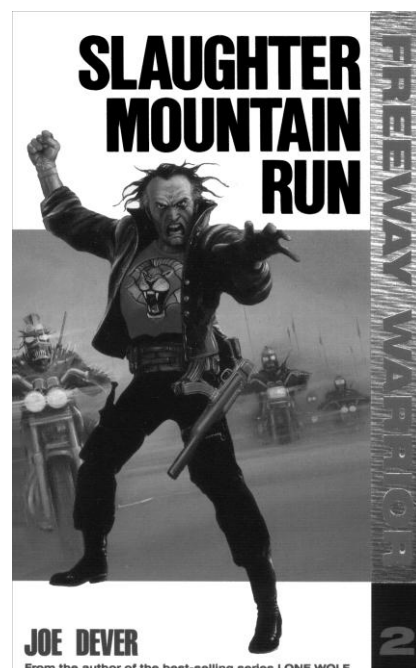
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News from the Monastery

Joe Dever and John Grant have recently completed the third novel in the Legends of Lone Wolf series, entitled: **'The Sword of the Sun'**. It mirrors closely Lone Wolf's quest for the Sommerswerd, as told in 'Fire on the Water', and it also portrays the events that were happening 'behind the scenes', in Sommerlund and the Darklands, whilst Lone Wolf was abroad. Publication is set for later this year (October 1st, 1989).

Also, the final episode of the Freeway Warrior series, entitled *'California Countdown'* has been written, and is currently being illustrated by Brian Williams. Publication is set for March 1990.

Currently in production are Legends Book 4 (entitled **'The Hunting Wolf'**), and the first of the new LONE WOLF GRAND MASTER GAMEBOOKS (entitled—**'The Plague Lords of Ruel'**—Lone Wolf 13). Joe has promised that details of the new Grand Master series, including the new Grand Master Rule System, will be revealed in a forthcoming issue of the newsletter.

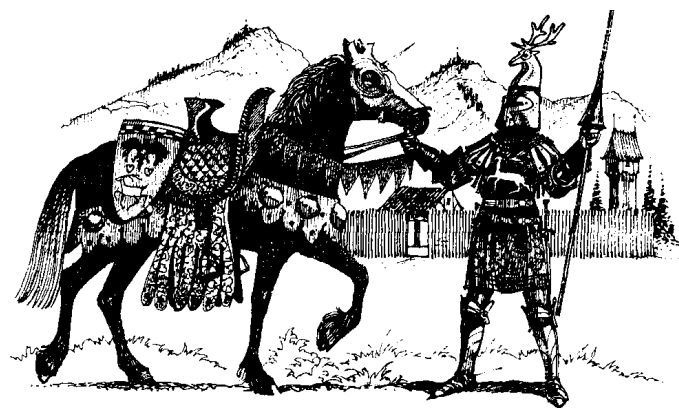
US NEWS: Publication of Lone Wolf Gamebooks 11 & 12 is set for April 1st and June 1st respectively. The first Freeway Warrior gamebook (which in the US will be entitled simply **'Freeway Warrior 1'**) is scheduled for release in November. US club members can now pay for subscriptions, book orders, and merchandise with US \$ personal cheques without incurring exchange or bank charges. For details, send an IRC (International Reply Coupon) to the Club Secretary (Beaver Books, 62-65 Chandos Place, London, WC2N 4NW, ENGLAND).



Come and meet the authors! Joe Dever & John Grant will be attending two UK conventions in May 1989, to promote the release of the first two 'Legends' books, and they would welcome the opportunity to meet and talk with Lone Wolf Club members and their friends. The conventions are:

Saturday	May 27 th :	GAMES DAY	Nottingham
Sunday	May 28 th :	MEXICON	Nottingham

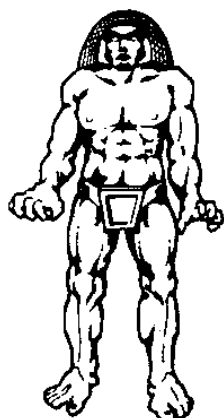
See April GM magazine for entry fees, times, organizers & addresses.



Also, American members living on the West Coast have the opportunity of meeting Joe Dever during the Easter vacation. The **Comic Castle** chain of game / comic stores are hosting two Joe Dever book signings at their Los Angeles and San Diego stores over the March Easter weekend. For details, phone Comic Castle direct (Point Loma Branch, San Diego) on 619-479-4901.

Don't miss the April issue of GM. It contains a report of the *'Joe Dever Fantasy Battle Day Competition Game'* which featured in their Xmas copy. Details of the battle (based in Magnamund) plus lots of colour photos of miniatures in action.

TWO-PART WORD SEARCH COMPETITION: ENTRANT DETAILS



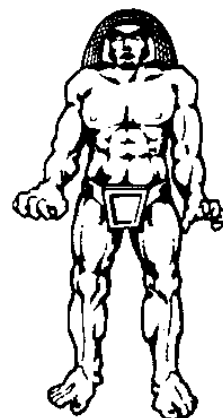
Name AGE

Address

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Kai Rank..... T-Shirt Size (XS / Sml / Med / Lge):.....



2-PART WORD SEARCH

This issue's competition is another brilliant WORD SEARCH puzzle which has been devised by Kai Grand Master CLAIRE BROTHERTON. This puzzle differs from her previous one (featured in Newsletter No. 8) in that it is in two parts.

PART ONE

Below are listed thirty capital cities of Magnamund. All you have to do is write down the thirty countries they belong to.

PART TWO

Armed with your list of thirty countries, locate them all in the word search grid.

When you have found all thirty countries, encircle them

COMPETITION

and fill in the entry details (name, address, etc.,) overleaf, and send this form (or a double-sided photocopy) to the club at the address shown below.

All entries must be submitted no later than the 24th April 1989. Any received after this date will not be counted so be sure to get your entry to us as soon as possible. The winners will be notified by post no later than 1st May 1989.

THE PRIZES

The first correct entry, picked at random from all those received by the closing date, will win an ALBA CP3 PERSONAL STEREO CASSETTE PLAYER inc. headphones and batteries. The next three correct entries will win a LONE WOLF T-Shirt.

BARRAKEESH
BORADON
CASIORN
DUADON
ELZIAN
FIRINA
GARTHEN
HAMMERDAL
HELGEDAD
HELMSTORM
HOLMGARD
HUMBOLD
KADAN
KELIS
LJUK
LUYEN
MOGARUITH
NIKESA
ORELLO
PFORODON
RAGADORN
RHEM
SALDOR
SUENTINA
TAHOU
TELCHOS
TORGAR
VARETTA
V'KA
XAAGON

A	L	K	R	A	D	N	O	L	A	R	I	F	R	T
O	S	E	L	D	E	N	O	R	A	X	M	E	L	H
W	E	B	N	D	L	S	D	N	A	L	K	R	A	D
I	N	J	R	A	D	U	R	E	N	O	R	I	I	C
L	X	U	U	E	R	N	N	L	T	N	C	M	R	P
D	O	I	L	E	Y	R	U	A	S	L	G	N	T	D
L	F	D	A	N	O	E	L	L	I	A	A	E	S	A
A	E	T	O	I	H	E	O	R	R	S	T	K	E	I
N	N	L	S	B	S	V	L	C	Y	E	A	A	L	N
D	A	A	E	T	I	I	H	E	L	K	M	A	A	O
S	C	X	R	A	A	G	S	C	U	O	A	M	B	G
D	M	I	U	I	R	Y	H	S	A	R	E	L	O	A
R	A	Q	C	L	I	O	H	A	E	R	C	S	T	S
U	D	N	A	A	S	A	B	Z	T	D	O	O	I	S
O	E	F	R	H	A	L	L	P	I	A	I	N	R	A
L	B	S	O	V	A	L	E	R	I	O	N	P	O	V

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21 August 2009

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